C L U B

Nintendo®

MARIO MADNESS

In-depth review for
Super Mario Bros. 2

GAME BOY

Tetris, Super Mario Land,
and many more . . .
Now you are playing with
portable power!

THE LEGEND OF ZELDA

Guides to classic
adventures of Hyrule's
favourite hero and
princess, Link and
Zelda.

Plus lots of maps, hints, tricks and strategy tips for all of your favourite NES and GAME BOY games . . .

WELCOME!

Hey, Kids! It's me, Mario! Listen closely, because there's something I just can't wait to tell you about!

It's the Club Nintendo Classic Issue, and you're holding it in your hands right now! As you know, by joining Club Nintendo, you receive Club Nintendo's magazine 3 times a year. That magazine gives you loads of information, strategy tips, special tricks, and news about all the new games. The only problem is that there are so many new games coming out all of the time, we can't always go back and show you the classic games . . . you know, the ones that really make the NES great!

That's why we decided to do this special edition, so you can get all the great tips and tricks for the Legend of Zelda, Super Spike V'Ball, Snake Rattle 'n Roll and of course, Super Mario Bros. 2, starring yours truly. Plus there are some real "classic" strategies and secrets in the special "Tips and Tricks" section.

The other big news for game players like you is Nintendo's fantasic new portable Game Boy! Now you CAN take it with you! All the excitement of the NES right in the palm of your hand. So, even though the Game Boy is new, we included the games that are sure to become "classics" for Game Boy, too! There's my new adventure, Super Mario Land, plus other greats like Tetris and F1 Race. And there's Gargoyles Quest and Spiderman . . . phew, I can hardly remember them all. Just check out the next page for all the details about what's inside.

That's all for now! Sounds like Luigi could use some help with that leaky tap the Princess has been complaining about. See you soon . . .

Mario

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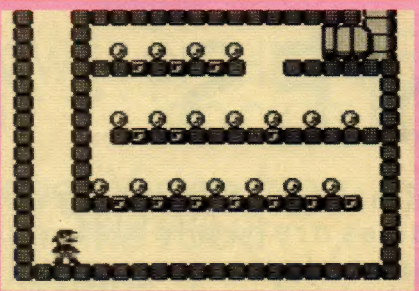
SUPER MARIO LAND



Z E L D A

NINTENDO WORLD CUP

S T A F F

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Nintendo ENTERTAINMENT SYSTEM®

NES

NES..... WHAT IS IT?

With the NES, exciting and fun games are available for your home. Assembly is as easy as child's play and with the relevant connection cables the Nintendo Entertainment System can be tuned into any television set. Put the game cassette into the machine, and everything is ready for you to lose yourself in a fascinating world of Nintendo Games.

"POWER ON" INDICATOR LIGHT

POWER SWITCH

RESET BUTTON

HAND CONTROL INPUT 1

HAND CONTROL INPUT 2

AC INPUT

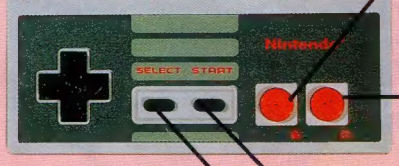
NOT APPLICABLE IN SA

RF SWITCH

VIDEO OUT JACK

AUDIO OUT JACK

HAND CONTROL



B BUTTON

A BUTTON

START BUTTON

SELECT BUTTON

The control fits snugly into your hand! For one or two player action, link the controls to the Nintendo Entertainment System and let the power begin! Plug in the optional Four Score and challenge three friends to see who is the Mario Master.

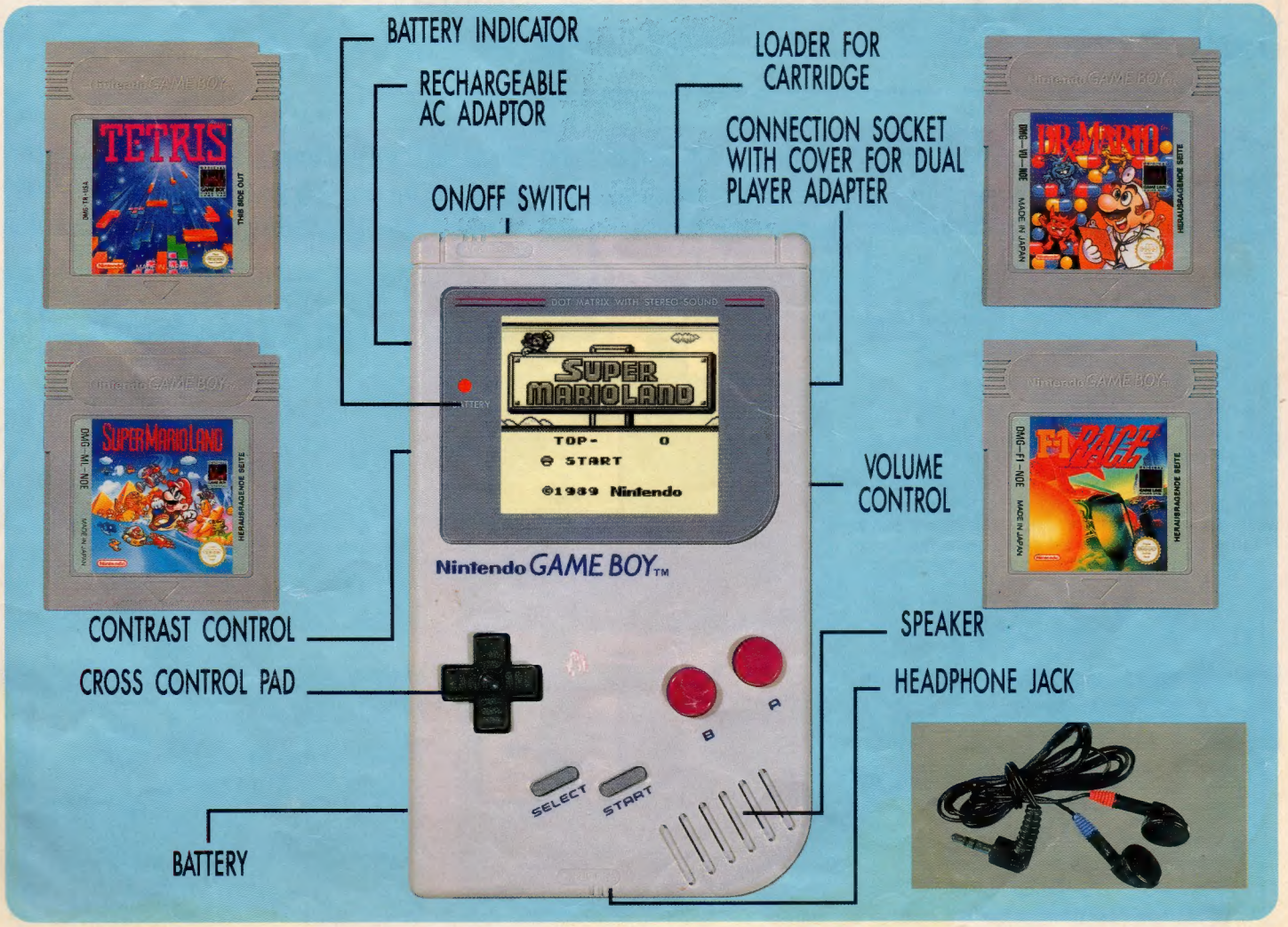
GAME BOY!!

ALL THE POWER OF THE NES POCKET SIZE

The ultra cool Video fun game for on the road and everywhere.

NO MATTER WHERE YOU GO, NO MATTER WHAT YOU DO, TAKE LOADS OF FUN WITH YOU.

Game Boy is guaranteed to give you hours of exciting challenges. Small and compact, you'll always find space to take Game Boy along. Plug in the earphones and all of a sudden you are warped into a whole new world of stereo sound. As your constant companion, Game Boy will make you forget the meaning of boredom!



SUPER MARIO LAND™

Mario in a strange world

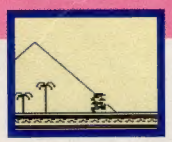
Tatanga, a monster from outer space, has taken over Sarasland. Now, he wants to have the lovely Princess Daisy as his wife. Mario cannot watch this scenario any longer! He departs for a country full of fantasy creatures. Only you — Mario, can save Daisy from the evil emperor of the land, the lunatic Tatanga.

This is how you can help Mario.

Once you can control Mario, he can fulfill any command. So, just experiment with Mario before the two of you go off on your first adventure.

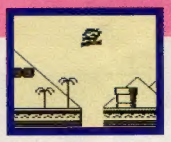
Running

If you push the joystick to the left or to the right and at the same time you push the B-Button, Mario will run faster.



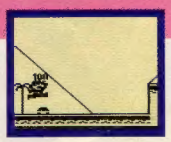
Jumping

With the A-Button you can make Mario jump. The longer you press the button — the higher he jumps.



Jump attack

Overcome enemies by jumping on their heads.



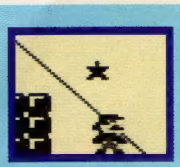
Super Mario

Should you find super-mushrooms and Mario touches them, he will turn into Super Mario. So, remember where the wonderful mushrooms are hidden. As Super Mario — many obstacles are easily overcome.

Superball Mario

Find the Fire-Flower, then Mario will transform himself into Superball-Mario. In order to defeat his challengers or collect coins, Mario can throw fireballs when you push the B-Button.

Unbeatable Mario



When Mario touches a star, he will become invisible for a short period of time. Use this time wisely and conquer as many opponents as possible.

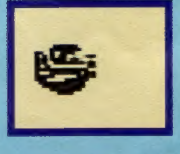
Mario becomes mobile with an aeroplane and submarine.

On his way to Princess Daisy, Mario passes through many different worlds. Sometimes he travels deep under the water or high into the sky. Thank goodness you and Mario have use of the submarine "U-Pop" and the aeroplane "Sky-Pop".

Marine Mario

In levels 2–3 of the game there is a water-world which awaits Mario. Here Mario progresses in a submarine and comes across several aggressive sharks, octopi and sea-horses.

Sky Mario



In levels 3–4 Mario takes off. With his little aeroplane he has to defend himself against the Hunting birds of Tatanga's and their fighter planes.

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WORLD 1–1

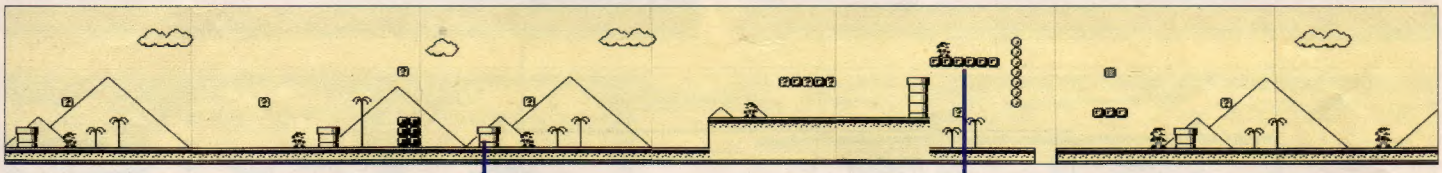
KINGDOM BIRABUTO

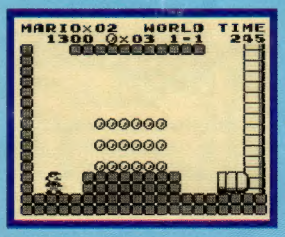
"Somehow it looks like Egypt here" thinks Mario. The Pyramids, palms and the Sphinx are situated by the wayside. The ruler of this kingdom is the lion-like Totomesu. He sees to it that Mario's journey to Birabuto is anything but a pleasurable trip.

Be Prepared and Be Alert!

At first, everything looks relatively harmless in Birabuto, but the ancient ruins are deceptive. There are some very lively creatures who have it in for Mario.

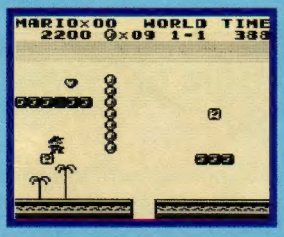
Here you need to manoeuvre Mario very skillfully.
Collecting coins and points is Mario's main task.





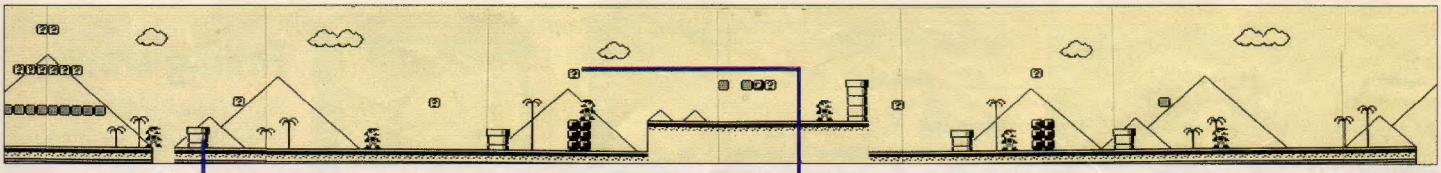
Many coins

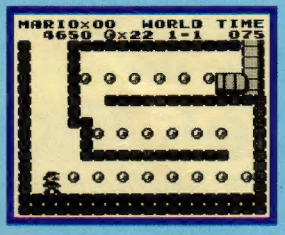
Crouch down on the pipes and you will find some secret chambers filled with coins — 100 coins will award you an extra life.



An extra life

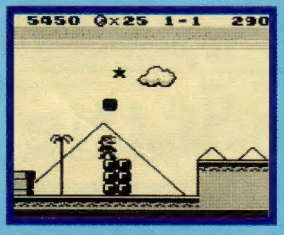
There is a trick to get nearer to the desired heart. Put Mario on the extreme right, under the Question mark block and jump up. A heart will appear. Grab it! It's an extra life.





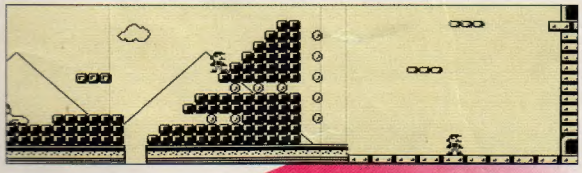
Even more coins

Here, in a second secret chamber, you can collect a second mountain of coins. It's worth it to use the fireballs to roll in the coins. It's quicker!



Invincible

The star, which you will find here can be very useful to you. Collect it and become invincible, but be warned, Mario is not invincible for ever!



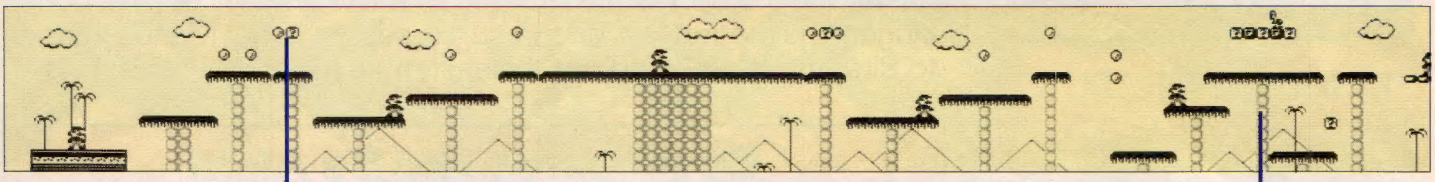
Soon you will have made it!

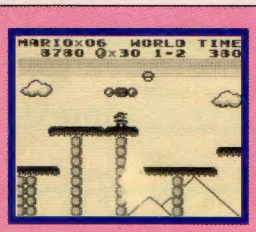
Lift to Top Exit

Now you have almost conquered the world 1.1. At the end of every world you will find an exit at the top as well as at the bottom. At the top a bonus round will always await you. Congratulations! You have completed world 1.1.

World 1–2

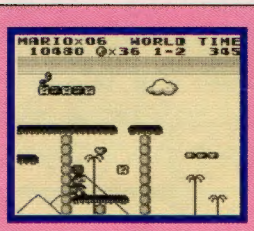
Here Mario needs to exercise all jump variations which you have practised with him.





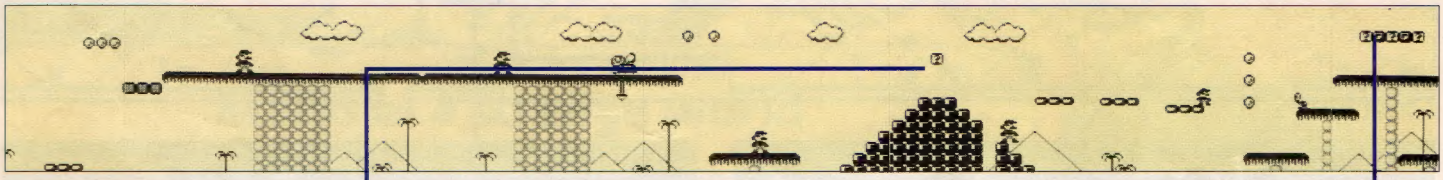
The Super-mushroom

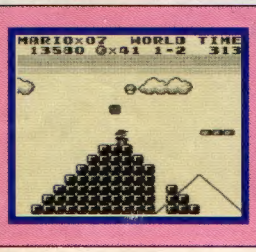
Quick! Grab the Super-mushroom so that Mario can be transformed into Super Mario.



Heart

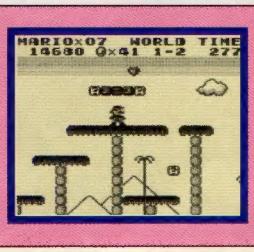
You can't see it, but somewhere here, there is a heart hidden in an invisible block. Find it and Mario will have an extra life.





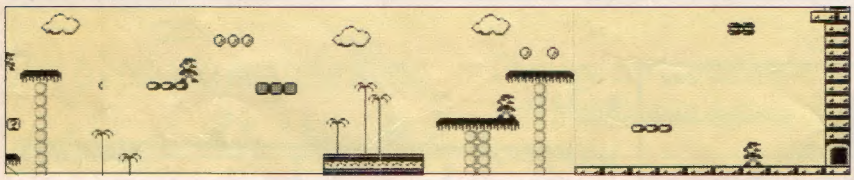
Mushroom or Flower, Please!

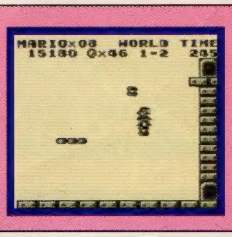
If you are still a normal Mario, then you will find a mushroom here. As a Super Mario, a flower will appear and you'll be transformed into Superball Mario.



Another Heart

Do you want another extra life? Then just grab a heart for yourself. It's hidden in one of the stone blocks. You need to jump against it.





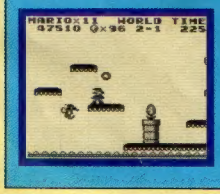
Falling stones

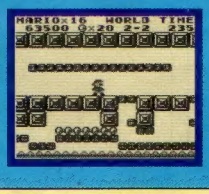
The stones will fall out underneath you if you remain standing on them. Hot tip! Jump!

This is what the Kingdoms look like:

WORLD 2 — MUDA KINGDOM

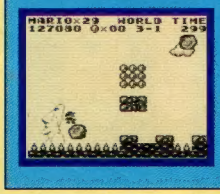
In this Kingdom, don't fear water as Mario is equipped with the Marine Pop submarine. Here Mario experiences a fierce battle with King Dragonzamasu and his underwater companions.

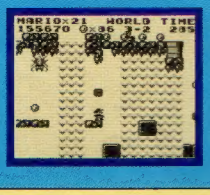


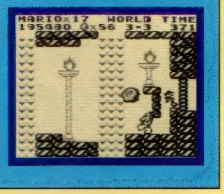


WORLD 3 — EASTON KINGDOM

In the Kingdom of King Hiyoihoi the stones are awakened and turn to life. This world reminds us of the famous East Indies. At times, the boulders come from above and at times from the sides. The word is — Look out!

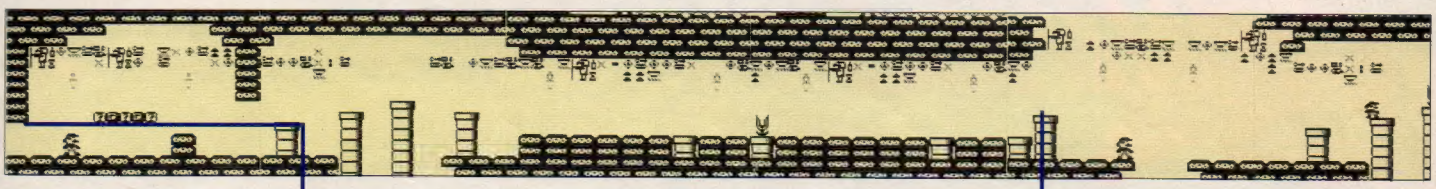






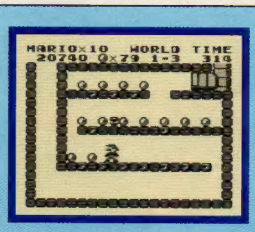
World 1–3

In the Kingdom of Birabuto the Pakkun-flowers will await you. These meat-eating flowers have it in for Mario. The only way out: jump over them!



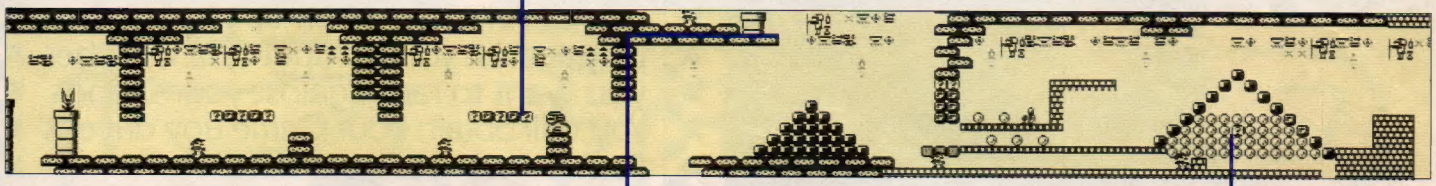
Hidden elevators

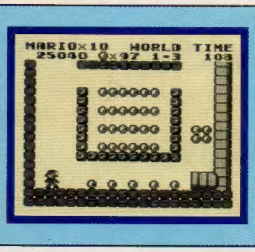
When Super Mario jumps up here, a lift will appear. Take a slow, leisurely ride to the top. There are no enemies here but many coins to be collected.



The coin vault

In this shaft you won't only find coins, but also a mushroom. Go for it!





A pile of coins

In this chamber you will find mountains of coins — and a heart. With this you receive yet another life.

Better small

At this stage of the game it would be more advantageous to be little Mario. It will be a lot easier to pass through as Mario, after which you can become Super Mario again.

Mushroom or Flower

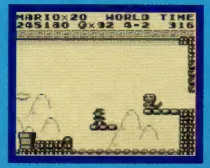
Mario becomes Super Mario or Super Mario could become Superball Mario.

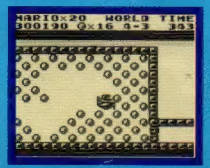
What is Totomesu hiding behind his back?

Conquer King Totomesu by either running through or under him, or by jumping over him. As Superball Mario you can fire five fireballs at Totomesu.

WORLD 4 — CHAI KINGDOM

Mario stands in the middle of the empire where Tatanga appears with his unearthly combat robots, even the heroic Mario's knees turn to jelly. Only the thought of Princess Daisy and your help give him strength to carry on.





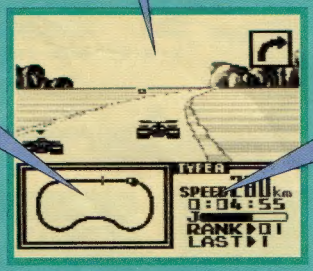
The fascinating world of motor sport.

Your starting position is at the back of the grid, however, don't believe that you have lost the race. You will skillfully overtake your opponents at 360 km/h on the straights of the "Big Prize of Australia". The spectators go absolutely wild because you've made it; you have won Formula-one on your Game Boy. The best thing about your exciting game is that you can choose whether you want to play against your computer, or whether you want to race against your friends. You will obtain your Game Boy driver's licence owing to your skills.

The atmosphere of the race on the screen.

The race track is in full view.

The layout of the track.
Conquer the corners using the billboard which indicates the direction of the upcoming bend.



Technical Data
Use the Data board to determine your speed, position, fuel, lap time and remaining laps.

The three game varieties.

To become an ace, Grand Prix drivers need precision. Start off with time trials, then win a Grand Prix and finally, for the ultimate challenge play the Multigame.

Grand Prix

This is when you race on the most famous race tracks of the world. Nine races await your driving skills. Winning the Gand Prix is your ticket to the next racing circuit.

Time Trials

Step on the accelerator. You need to reach the highest speed at the time trials, Beware, if you miss the corner it will cost you valuable time.

Multi Game

This is the real challenge for you and your Game Boy friends. Up to four players will measure their expertise against one another. You need to either overtake skillfully or find the ideal lane on the track. This game will take you to all 5 continents of the world.

TM&© Nintendo

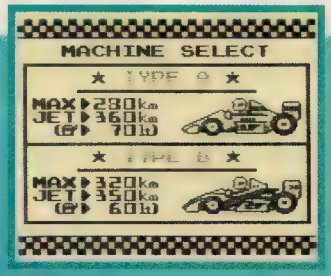
Choice of two cars.

Type A

This car is ideal for tracks with long straights. Top speed is around 280 km/h. ie 360 km/h when turbo charged. The perfect car for the F-1 race beginner.

Type B

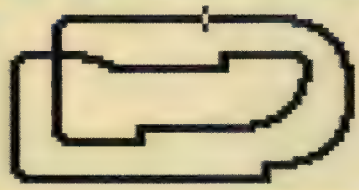
This is the ideal car for winding tracks, yet it is still quick. The average speed is around 320 km/h, but with the turbo charge it reaches about 350 km/h. A car for experts.



IN THE BEGINNING TAKE CAR A.

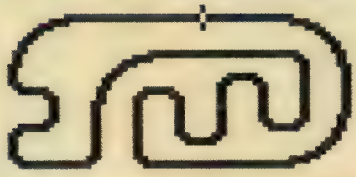
Tracks of the world.

1 Portugal



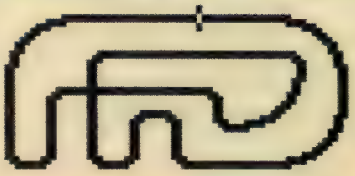
A track where even the world champions need quick reactions, so watch out for all those sly curves and corners.

2 Brazil



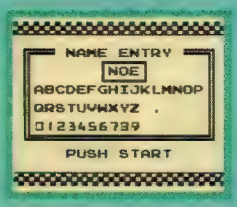
Sometimes long and sometimes tight, the corners make this a challenging track.

3 India



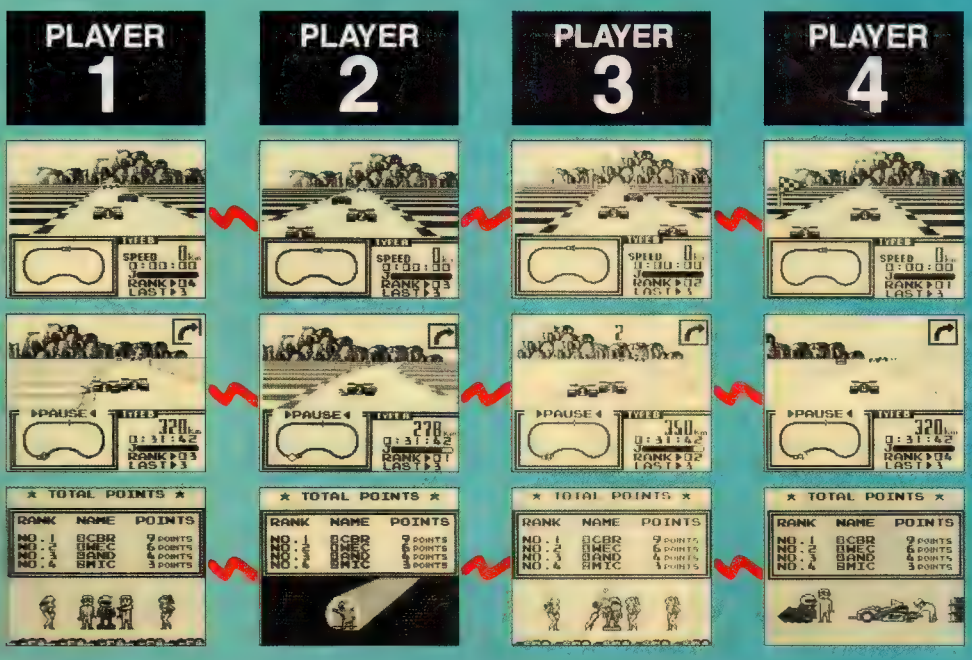
Pure madness! This is the longest and most difficult circuit of the world. Only the top drivers are successful here.

Four player adaptor.



Just for you — Game Boy brings you the ultimate in F1 racing

F-1 race and the Four play adaptor offers you the opportunity to share your driving expertise with your friends. Soon you will realise that when four of you play it is much more fun than playing on your own. Every player develops his own style which makes the game so much more interesting.



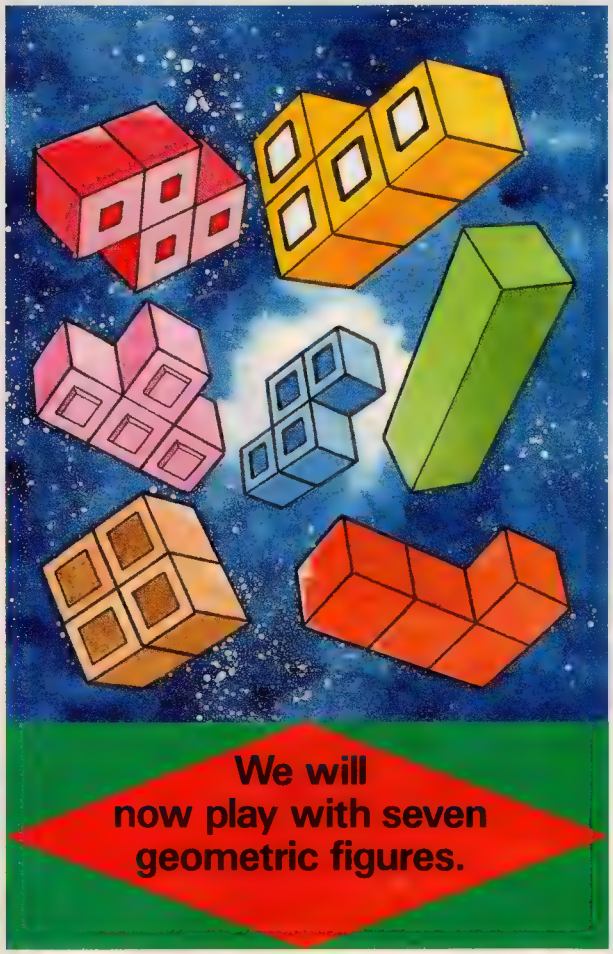
The four players will now race for the world championships amongst themselves.

Each player needs to give his driver a name ... the starter flag is up, the engines are roaring — 3...2...1... Start!

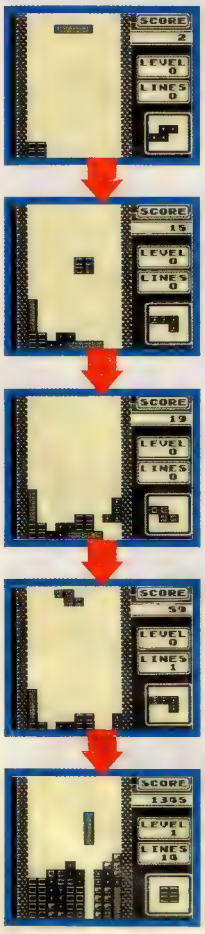
Hot tip:
On the straights turn on the turbo boost. You'll pass your opponents.

Unhappy with your driving skills? Don't despair. Only practise makes perfect. Mastering the corners is not easy!

TETRIS

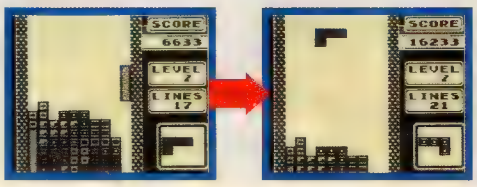


We will
now play with seven
geometric figures.

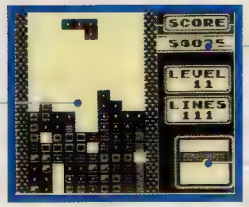


Tetris — The Challenge

Skill and clever thinking is the be all and end all of this game which was developed in Russia. The rules are simple: Seven geometric forms fall from the top corner of the screen. Your task is to manoeuvre the forms in such a way that at the bottom of the screen they form a closed horizontal line. But beware, the speed with which the forms fall increases. So watch out you could be Tetrisized!



A look at the screen



SCORE: The score will show you how many points you have gained. The more lines completed in one go and the more lines you erase, the more points you will score.

LEVEL: The level determines the speed with which the blocks fall. Once you've completed 10 lines you automatically move onto the next level.

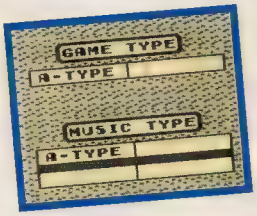
LINES: The Line Indicator will show you how many lines you have completed. In game "A" we add on to the score. In game "B" you must erase the given number of lines. We count backwards here.

NEXT: Will show you which block is going to fall next. Here you can plan in advance. With the select you can let this display disappear.

TM&© 1990 Nintendo

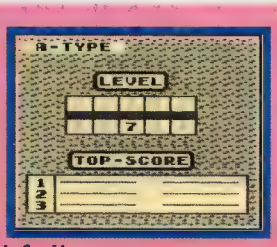
You have the choice of two games

Tetris offers two varieties of the game. Type "A" and Type "B". Game "A" is played until the screen is full. The level proceeds automatically when you have erased 10 lines. With Game "B" there are some blocks on the screen at the beginning of the game. Their position depends on the level selected. You can play on until the allocated amount of lines have been erased.



A TYPE

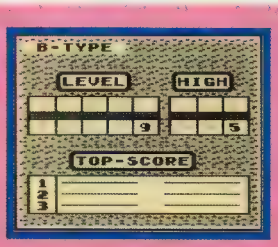
First choose the level. The higher the level, the quicker the blocks will fall.

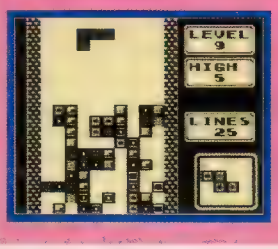


Always try and plan one step ahead. Combine the blocks in such a way that you can complete as many lines at the same time as is possible. Use "next" which will appear on your screen and indicate the next expected block. This will enable you to obtain a higher score.

B TYPE

Select: How high the blocks should be at the beginning of play.

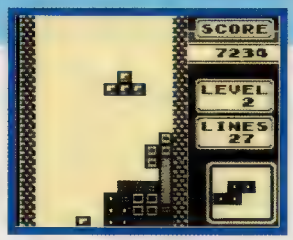


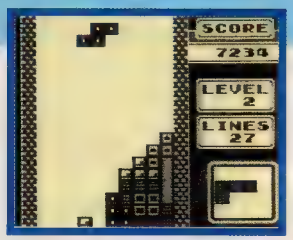


Starting with level 5 would be very difficult as soon the whole screen will be filled with blocks and the game will be over. The trick is to start at a lower level.

The Tetris technique — this is how it's done!

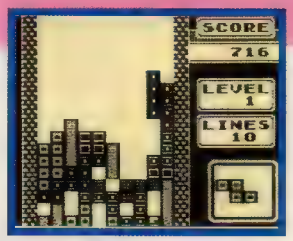
Close as many gaps as quickly as possible.

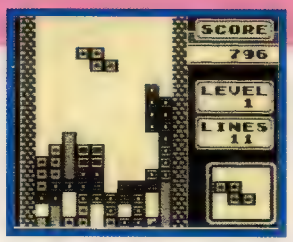




For example: before you complete the bottom left hand lines, the right hand side should be without any gaps. This way you will be more successful and you can erase more lines simultaneously.

Turn the blocks

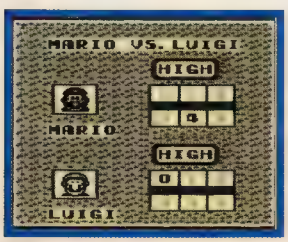


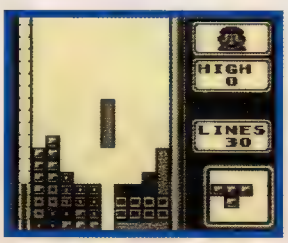


You can turn the blocks anti-clockwise which will enable you to close the lower lying gaps with greater speed and ease. Shortly before a block strikes, you can still turn it. This needs perfect timing and a very sensitive hand.

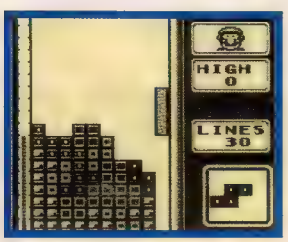
The game becomes even more exciting when it is played by two players.

With the Game-link Audio cable you can play the game Tetris with two people. Find out who is more skillfull — Mario or Luigi.





The one who is more skillfull will win this time. Mario has reason to celebrate.

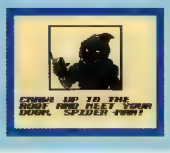


The Game Boy game with the famous comic strip hero!

The news strikes him like a bomb. "Spiderman, we've kidnapped your girlfriend Mary-Jane". Spiderman knows that this attack is actually directed at him and any delays would be detrimental. He immediately makes his way to the world of the underground in New York. Spiderman's task is anything but an easy one, as he constantly encounters the most infamous gangsters who would love to put an end to him. And, as if that's not enough: at the end of every level a Mutant attempts to stand in the way of our Super hero. An exceptionally dangerous situation. . .

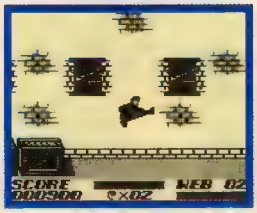
This is no weakling: The opponent

Spiderman has a difficult time with most of the criminals who lie in the dark shadows waiting for him. The Mutants are the ones who create the headaches for Spiderman. Each and every one of them is armed with a special weapon and uses expert fighting techniques. This is definitely no easy task for you!!!



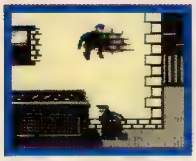
You are the main character: Spiderman

Spiderman can run, jump, strike, kick, climb up the walls of houses and buildings and of course he can also utilise his powerful liquid. Before you throw yourself into the turmoil you should familiarise yourself with his abilities. This is the only way you can endure this adventure.



Jump Technique

Spiderman can jump over large and small obstacles. And of course over his opponents! If you spin a web at the same time as you jump, Spiderman will swing along the web.



Even while he is jumping, Spiderman can attack his opponents.

Kicking and Striking

Spiderman has outstanding combat techniques. Press the B-button and he will knock his opponent to the ground. When you depress the joystick and the B-button simultaneously he will kick.

The Power Fluid

You can also use the power fluid as a weapon against your enemies.

To do this — press the B-button and keep it depressed for a short while. You must remember though, that you only have a limited amount of this precious liquid.

The Spider web

Sometimes it is sensible to throw a spider web over your enemy. With this technique you will also attain great height. For this press the A-button and push the joystick up while you are making a giant leap.

The dark side of New York

Stage 1

The adventure begins on the outskirts of New York, in the derelict back yards of run-down areas. On every corner, hidden under manhole covers or loitering in dark alleys you will find the most despicable enemies awaiting you. But this is child's play in comparison to what awaits you at the end of the street. Surprise! He attacks with poisoned gas clouds. This is a challenge for a real super hero.

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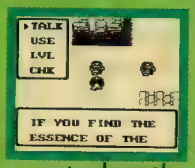
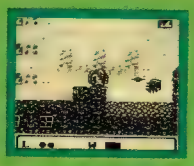
Save the Empire of the Ghouls!

Slip into the skin of Gargoyle Firebrand, the last guard of the Ghoul Empire. He needs to protect the previously peaceful kingdom from extra-terrestrial destroyers. Only the magic fire can ward off these evil intruders. Find the secretive "Red Blaze", the keeper of the magic fire. Take on this challenge despite the dangers which await you on your journeys through the Ghouls Empire.

Play is conducted on two levels

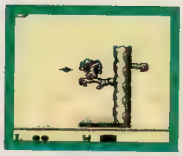


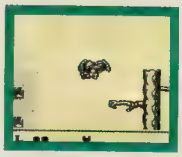
Gargoyles Quest is played on two levels: The adventure- and the action-world. In the action-world you will meet different people who will give you important information. You must play the Action-world to reach a new adventure-world or to acquire important objects.

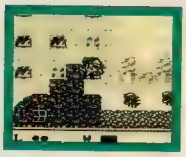


Unbelievable Abilities

Firebrand can move forwards in the most diverse ways. Walking, jumping and even flying is no problem for him. When he is faced by any of his opponents, he can defend himself with Fire balls. You should perfect all these techniques before you embark on these action scenes.


Shooting


Flying


Jumping

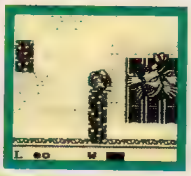
The first challenge

Already on the first level of this game you are required to have perfected Gargoyle Firebrand's movements, as there are some very dubious characters which await you here. The first action scene is not an easy game.

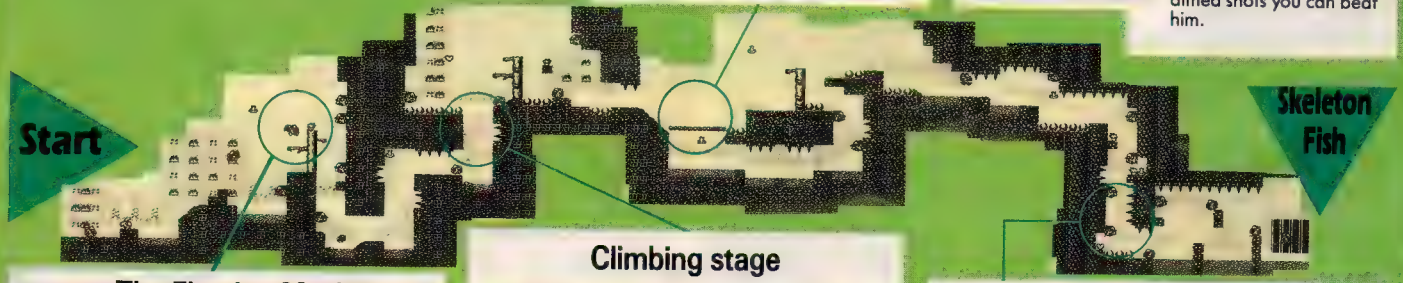
The collapsing bridge

Put your wings to good use at this point. This way you can fly over the collapsing bridge.

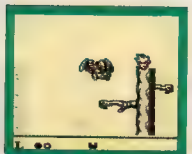
The Skeleton Fish



At the end of the first level of the game an assortment of extremely dangerous opponents will await you. The Skeleton Fish is surfacing all the time and it will attempt to catch you. With smart jumps and well aimed shots you can beat him.

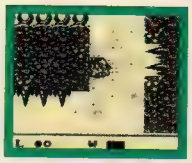


The Floating Mask



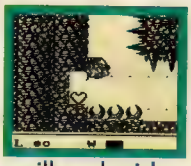
Jump up from this branch and shoot at the mask, this way you can definitely pass the tree trunk.

Climbing stage



You can climb up these walls. But beware of the dangerous outcrops.

Fill your life containers



Before you reach the Skeleton Fish, you can collect the heart in the little nook on the left. It will replenish your life's necessities.

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SUPER MARIO BROS 2

How everything began

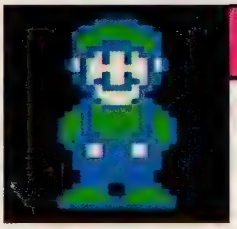
Last night Mario had a strange dream. There were many, many steps that led to a mysterious door. Mario opened the door and found himself in a strange world. From the distance he heard a weak and soft voice: ''Welcome to Subcon, the land of dreams. We have all been damned by the evil Wart. Please help us! Mario, please remember, Wart hates vegetables''.

You can play with four friends

Choose one of the four characters. Each one has very special qualities which are most useful at the various levels.

MARIO

Mario can do everything quite well. He runs fairly fast and even his jumping is to be seen.



LUIGI

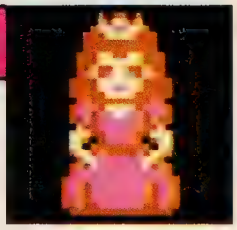
Luigi is the best jumper of the quartet. But when running, he doesn't exactly qualify as the No. 1.

TOAD

Toad is a strong young lad. He picks vegetables like nobody's business. With his short legs, he is the slowest of your characters.

PRINCESS

The Princess is a very special person because she has magical powers. With these she can float the sky for a short while.



You can conquer all the Worlds with these little characters. But there are certain places where a specific character will discover that they have special advantages, eg. only the Princess can cross a deep gorge in the Sky World and therefore she can reach a specific platform. Explore each level thoroughly and experiment with the individual abilities of each of the characters, so that you can definitely find everything.

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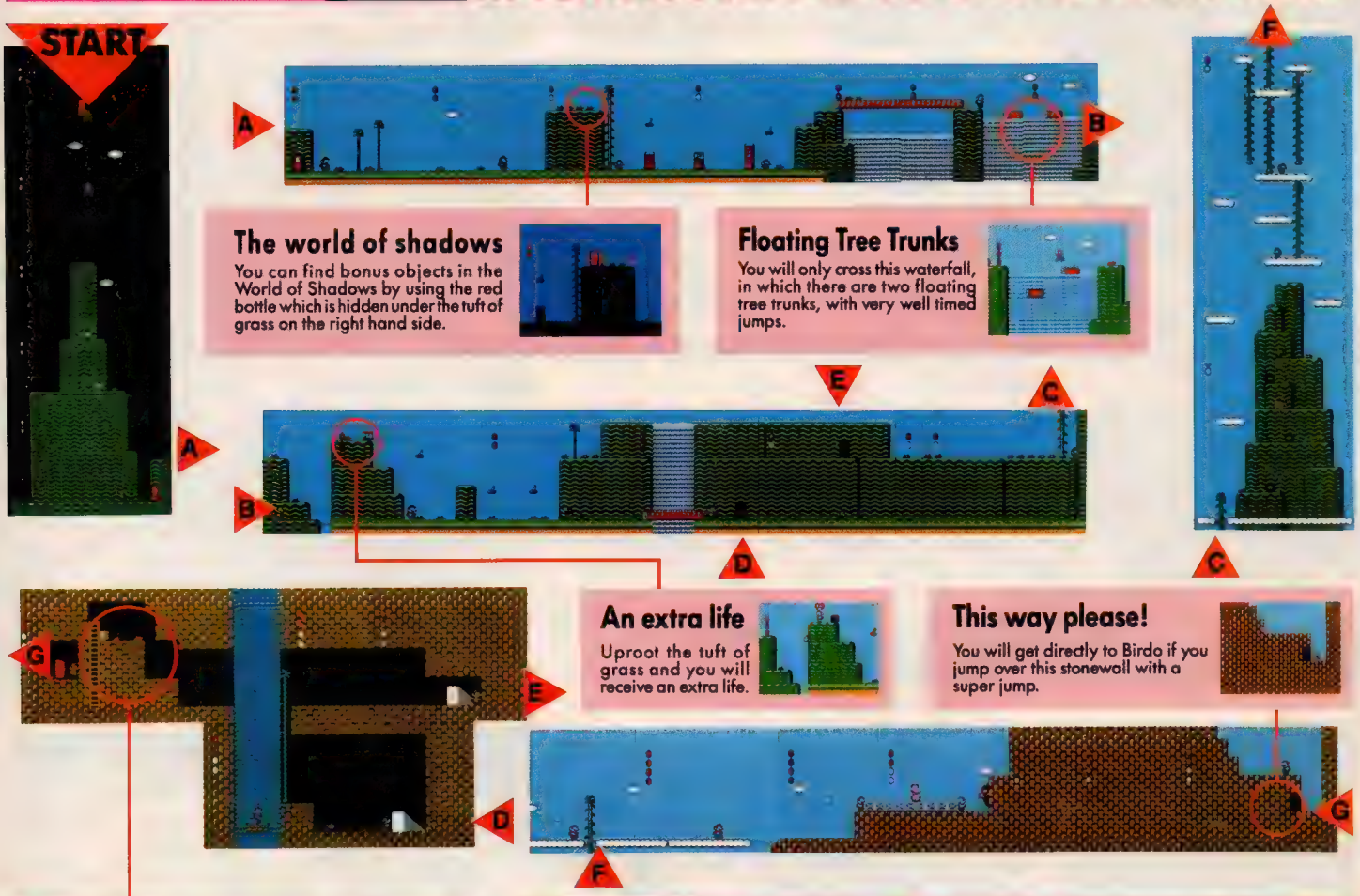
WORLD 1-1



The world of shadows
You can find bonus objects in the World of Shadows by using the red bottle which is hidden under the tuft of grass on the right hand side.

Floating Tree Trunks
You will only cross this waterfall, in which there are two floating tree trunks, with very well timed jumps.

An extra life
Uproot the tuft of grass and you will receive an extra life.

This way please!
You will get directly to Birdo if you jump over this stonewall with a super jump.

The short-cut

You must try to throw the bombs, which you will find under the tuft of grass, into the shaft at the right moment.

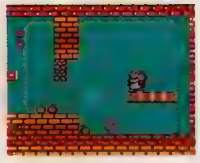
Birdo — your first end opponent

Birdo
is a very dangerous rouge who pelts Mario with enormous eggs. There is only one way to conquer him. Vegetables won't help you much in this situation. You need to beat him with his own weapons.

Mario
has to jump onto a flying egg and lift it up. Now a well aimed throw, and Birdo has been hit. Repeat this action three times and the bird will have found his master. You've conquered him!

WORLD 1-3

Mouser



At the end of this world the first mini-boss will await you: Mouser. He is standing on a high platform and is pelting Mario and his friends with bombs. Here you can only do the same, but beware: there is a danger of explosion! When you have beaten Mouser, you will automatically reach the second world.

WORLD 2-3

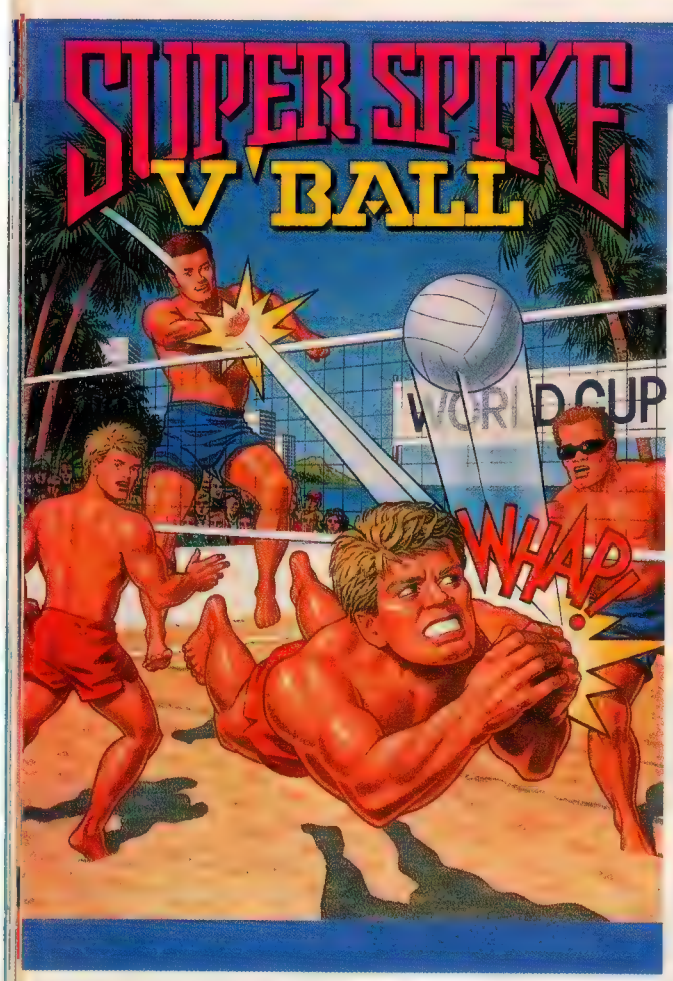
Tryclyde

Tryclyde is a mini-boss. He spits fireballs which our hero has to evade skillfully. Look after the mushrooms very carefully as this is the only ammunition which you will be able to find. Almost every throw needs to be a bull's-eye to enable you to go to the next world.

WORLD 7-2

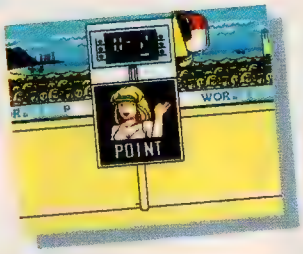
Wart

This Wart is a particularly evil subject. He has brought the land Subcon under his rule and is now waiting for you in World 7–2. Wart has the most vicious tricks up his sleeve which will make it very difficult for you. You and your heroes are about to embark on an awesome adventure — but you can do it!

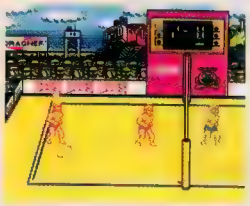


The world delight of beach volleyball

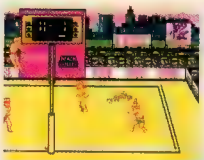
The most exciting professional beach volleyball awaits you in this exciting game. In the previous years it has been extremely difficult to beat George and Murphy. Will they be able to repeat this performance? Or, will the awesome Al and John, the defensive Billy and Jimmy, or the super quick Ed and Michael be the champions? However, it is your skill which will be the deciding factor in the end; or the skill of your friends? This game can be played with up to four friends. Choose your winning Super Spike V-Ball team. Break a leg!



Fantastic Beach Action: Smash, Block or Lob



Beach Volleyball has its special challenges: Even though lobbing is far less dangerous in a gym hall, the running and jumping can be torture on the soft sand. Hence your technique has to be brilliant!

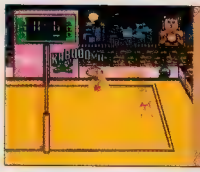


Strong Attack

Successful Attack

Nobody has the opportunity to rest on the field. You and all the players are expected to participate fully. Only then can you contemplate victory.

Playing Techniques

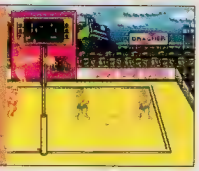


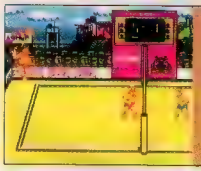
Super-Smash

The Super-Smash knocks down even the strongest of men. If you want to attack with this, then press the B-button a few times while you're jumping and . . . KABOOM

Surprise Attack

The player who is going to smash the ball jumps up before the ball has been passed to him. This surprises the opponents.



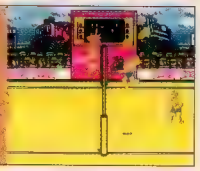


Jumping serve

This is a very powerful service variation. You throw the ball up, jump and hit it.

Super-block

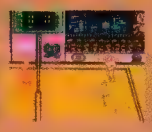
No ball will pass this block at the net. To implement this block press the B-button at least four times. You need to practice this technique to make sure it always works.



The fight for the world championship title

American championships

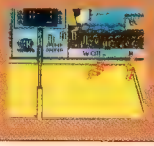
The USA is the name of beach volleyball. You play against teams which come from various American cities.



New York or Chicago? You can see it in the background where you are playing.

The World Championships

The American players go on a world tour. At the World Cup you play exciting volleyball matches on four continents. This is not always easy!



You will meet some formidable opponents on foreign ground. But, your players are certainly no amateurs.

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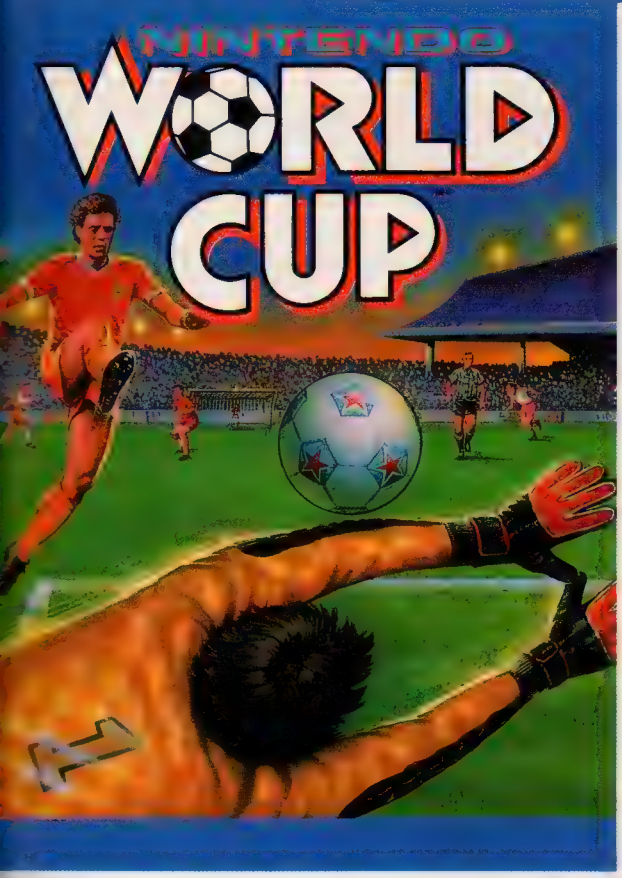


Live football action at home

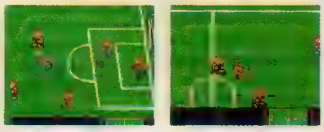
Teams from all over the world take part in the Nintendo World Cup. The dream final Germany - Argentina is coming up soon. You can play World Cup with up to four players. Not like football, here we only play with 6 strikers all steered by you and the computer. Choose your favourite team.

From all over the world

The field of participating teams is very colourful. The whole world is represented: Holland, Brazil, Germany, Russia, even the traditionally less successful teams like the USA and the Cameroons. Choose a team with which you want to win the cup.

TWO SUPER KICKS

DON'T JUST KICK THE BALL, BUT USE VARIETY DEPENDING ON THE SITUATION. YOUR PLAYERS KICK DIFFERENTLY WHEN DEFENDING AND WHEN ATTACKING — BUT YOU KNEW THAT ALREADY, DIDN'T YOU?



STRONG FEELING FOR THE BALL. IN THE DEFENCE TWO-MAN STRONG, IN THE ATTACK POWERFUL.

The Teams
Choose your team. Each has its particular strengths and weaknesses.

USA
A strong team. They are the stars of the Super-kicks.

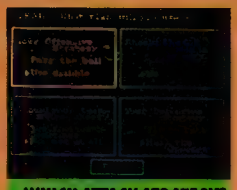
FRANCE
This is not such a strong team but their long balls are a dream.

ENGLAND
The ideal team for World Cup beginners. With this team you can win the first round.

GERMANY
The strongest team on the field. You need a lot of practice before you can play with this team.

ITALY
Italy's strikers are a strong team but above all their team spirit is tops. Don't underestimate this team.

STRATEGY IS EVERYTHING



WHICH ATTACK STRATEGY?

Should the goal-keeper also attack? Should passes or dribbling rule your game? You decide!

CHANGE OF POSITIONS

You know your players well so therefore you should decide on who plays where and which position.

THE PITCH SURFACE

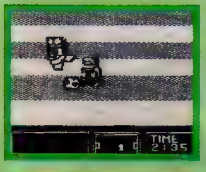
Do you want to play on concrete or ice? No problem! You decide what surface you want to play on. You have the choice of grass, sand, mud, tar or ice. Each surface has its advantages and disadvantages, the easiest is to play on either sand or grass.

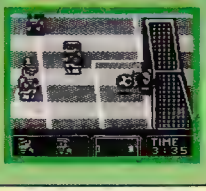
Game Fun times four

With the four score this game can be played with four people. Then you will have two people playing per team. The more in tune you are the more successful you'll be. By the way, with the password function you can interrupt the tournament at any time and resume play whenever it suits you.

At last, football drama for Game Boy

You can enjoy these racy football scenes anywhere you want. Nintendo World Cup and your Game Boy make it possible. With the Game link cable you can play an exciting match against your friends. In comparison to the NES game not one crumb of the excitement or the action gets lost.





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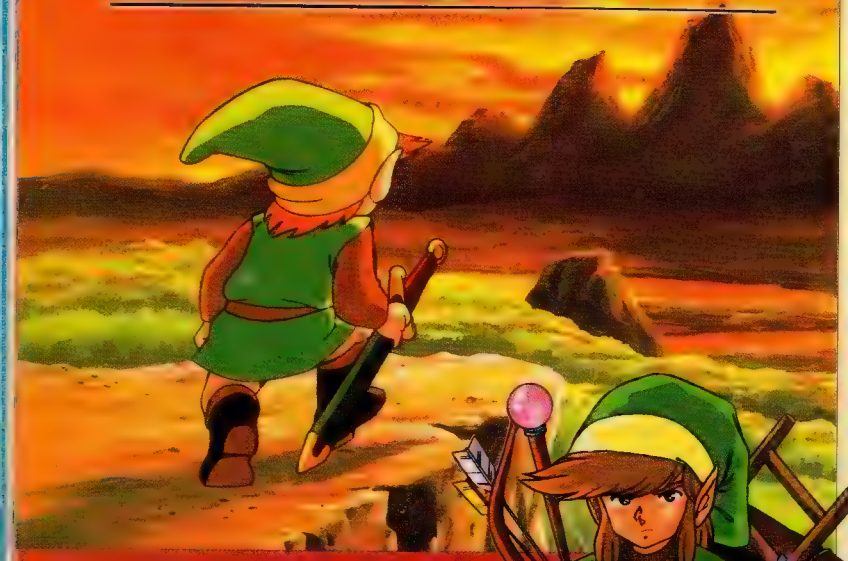
The Legend of ZELDA™



STORY: Once upon a time, a very long time ago . . . one used to tell the legend of "Triforce" in the Kingdom of Hyrule. This was a golden triangle which had very mysterious powers. It was in the hands of Princess Zelda, when the evil Ganon Hyrule attacked, it was to be made certain that he was not to gain the powers of this tri-force. Zelda split the tri-force into eight pieces and hid these pieces away. She sent her maid Impa to find a valiant knight to defend her country against Ganon. After a difficult journey she found the adventurer Link. He immediately showed his courage by forcing Ganon's soldiers to retreat after they attempted to take Impa hostage. After hearing Zelda's sad tale, he immediately decides that he is the one who has to free Hyrule from the evil rule of Ganon. This, he can only do with your help!

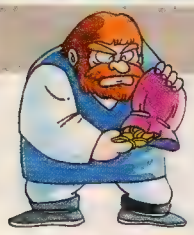
LINK

Link is still a young man. What he lacks in experience, he makes up for with his bravery. You can help him become strong and gather experience. At the end the horrible Ganon awaits you. This one is no joke. Only if the two of you can overcome him, can the kingdom of Hyrule live in peace again.

PRINCESS ZELDA

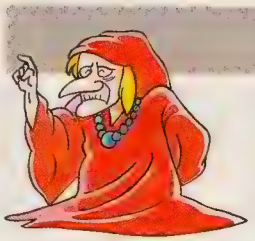
It has been a long time since anybody has seen her warm smile. Ganon has captured Zelda. This he did in a bad mood. She has to tell him where she hid the eight pieces of the "Triforce" triangle. The brave princess is still able to withstand the pressures of Ganon. But how much longer can she last?

Link doesn't need to fight on his own



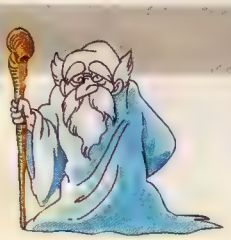
The Merchants

Link wanders over mountains and through forests. Everywhere he finds caves where the merchants offer him goods. He is able to purchase some useful items from them.



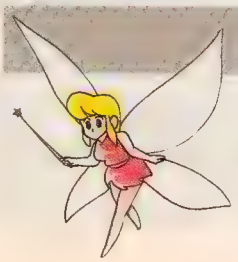
The wise old lady

Link and you should listen to her very carefully because she has many useful hints and tips. She also gives Link the valuable bottle of "water of life" once he passes her test.



The old man

Not all the old men that Link meets in Hyrule can help him. Some of them have some incredible secrets to tell him.



The Elves

At the springs, Link meets the fairies. They replenish his stock of energy-hearts so that he can fight fearlessly.

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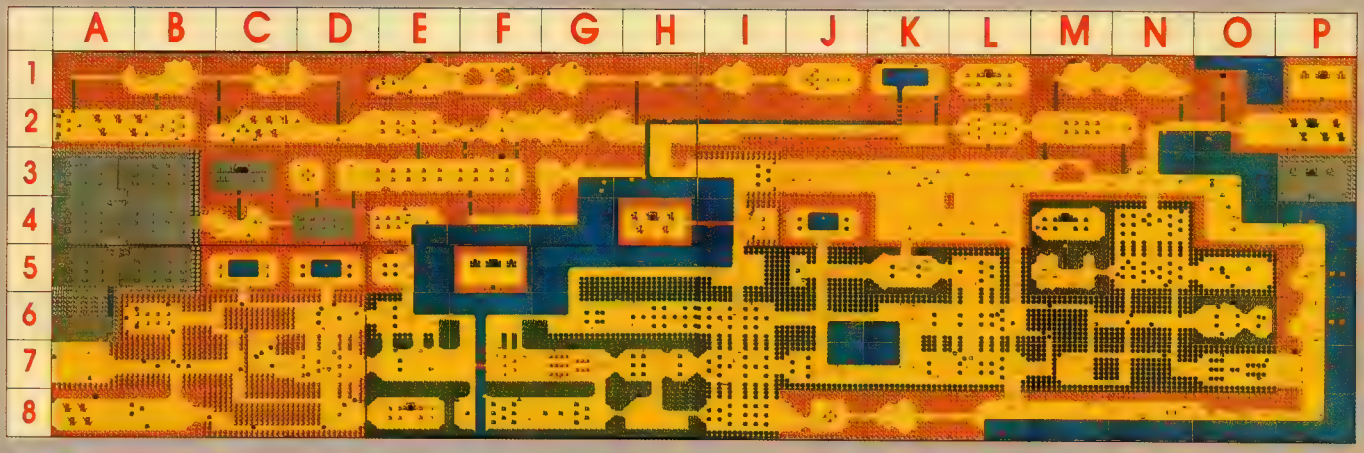
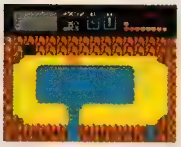
The map of the Kingdom of Hyrule



The forests B – 7

There are so many opponents which await you in the forests. You must leave the forests as quickly as possible.

The white sword K – 1



If you want to kit out Link with the white sword then you need 5 different heart containers. For the magic sword you need 12 hearts.

The blue ring E – 4

When you have collected 25 rubies, you can buy the blue ring for Link. The ring works like armour.

	Discover secrets	
A	If you need a gun	Search under the stairs for the gun.
B	If you throw bombs	Search where you have bombed the wall.
C	If you use the candle	Under certain trees you will sometimes find secret passages.
D	When you move rocks	Under rocks you will sometimes find secret passages.
T	When you move gravestones	Under the gravestones you will sometimes find secret passages.
W	When you blow the whistle	Incredible things happen, so use your whistle.

Here are the caves

Level 1 H-4; Level 2 M-4; Level 3 E-8; Level 4 F-5; Level 5 L-1; Level 6 C-3; Level 7 C-5W Level 8 N-7c; Level 9 F-1B.

Here are the objects

Container hearts: P-6, H-5c, L-8B, M-3B, P-3.
Sword: H-8.
White Sword: K-1.
Magic Sword: B-3T.
Wise Lady's letter: O-1.
Power bracelet: E-3A.

Where to find the Wise Old Lady

With the letter from the wise old lady you will receive "Water of life": D-4B, E-7, I-8C, E-1, H-3B, L-5c, N-1B.

Pay with rubies

B-1B, D-1B, D-7C, E-2B, H-1B, I-7C, K-7C, N-8B, O-2B.

The Ruby tricks

You will find rubies at the following places with special tricks: 10=B-6C, 30=B-8B, 100=C-7C, 30=H-7B, 30—I-3C, 30=I-5C, 30=N-3B, 30=N-4A, 10=0-5A, 30=D-2B, 30=G-6C, 10=L-6C, 100=L-7C, 100=P-1.

This is where you can gather information

A-8, F-8, K-2, M-2A.

The games of luck — Money making game

A-2B, G-2B, P-2, G-8B, M-8B.

Here are the Elves

D-5, J-4.

Use the shortcuts

D-3R, J-5R, J-8R, N-2R.

FIND THE DEFENSE OBJECTS SHOPS

Objects	Magic Shield	Keys	Blue Candle	Bait	Hearts	Bombs	Wooden Arrows	Blue Ring
C-2B	90			100	10			
E-4A		80		60				250
E-5	130					20	80	
F-3	130					20	80	
G-3B	90			100	10			
G-5C	90			100	10			
G-7	160	100	60					
K-5	130					20	80	
M-1	160	100	60					
N-5C	90			100	10			
O-6	160	100	60					
P-7	130					20	80	

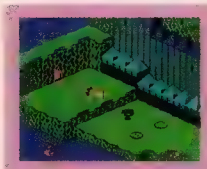
SNAKE RATTLE N ROLL

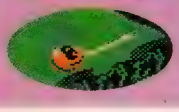
Eat as much as you can

The two lively snakes, Rattle and Roll, want to go to the moon. They are not going to make it without your help because the route is too dangerous. Only when Rattle and Roll's tummies are full with Nibbley Pibbleys do they have a chance. So eat them wherever you can. With the long fork tongue this won't be a problem.

LEVEL 1

Dieting is a no-no in this game. Only if you gain a lot of weight can you go on to the next level. Open every container. This is where the bonus rounds are hidden.

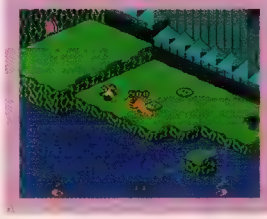




Grab 'em

Right in the beginning you will find the tongue-extension. You must take this object with you. It will prove to be very helpful.

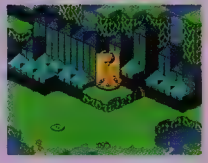
Fight with your opponents

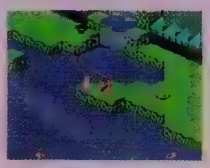


If you want to gather more points, then don't only fight with your opponents, but jump on to them several times. This will get you far more points.

It's much more fun when two of you play

If you play with a friend, one of you will be Rattle and the other one Roll. You have to help each other to

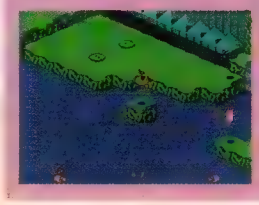


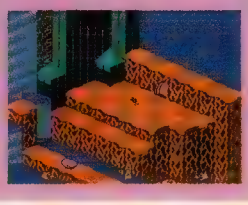


progress to the next level. Two of you will obviously progress quicker than if you played on your own.

Here you go into the third world

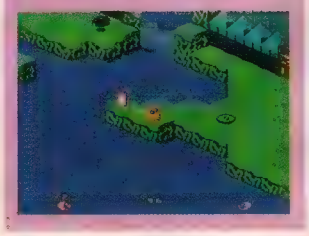
A Warp-Zone is hidden here. Beat the pipe lid a few times with your tongue and you will progress to the third world.





Use the tongue

The tongue-extension is hidden in this part of the game. Take it, now you'll be able to keep your opponents at bay. By the way the tongue-extensions are only valid for the relevant levels.



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The objects

There are many valuable objects on your route. Collect them to collect more points.

Tongue-extension

THIS OBJECT IS VERY USEFUL. IT IS MUCH EASIER TO CATCH THE NIBBLEY PIBBLEYS.

Extra Lives

WHEN YOU FIND THESE, YOU'LL GET EXTRA SNAKES. BEWARE, SOME OF THOSE CAMOUFLAGED EXTRA SNAKES CAN TURN AGAINST YOU.

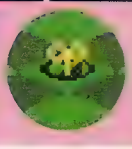
Clock

YOU'LL GET 25 SNAKE SECONDS CHALKED UP OWING TO THE CLOCK.

Diamond

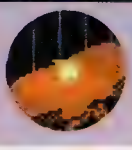
WITH THE DIAMOND YOUR SNAKE BECOMES INVINCIBLE FOR A SHORT WHILE.

Speedster



WITH THIS YOU CAN MOVE FORWARD MUCH QUICKER FOR A CERTAIN PERIOD OF TIME.

Reverse gear

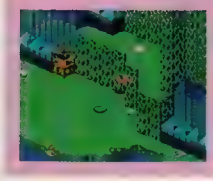


ALL THE CONTROL FUNCTIONS WILL WORK IN THE REVERSE FOR A SHORT WHILE.

Fishtail

ON LEVEL 6 YOU'LL GET A FISHTAIL. COLLECT IT IN ORDER FOR YOU TO CROSS THE WATERFALL.

PROBLEMS!



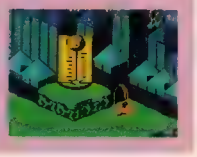
PITY, THIS OBJECT WOULD BE VERY USEFUL TO YOU BUT IT'S TOO HIGH. YOU CAN'T REACH IT.

Take that extra life

FIGHT WITH BIGFOOT WHEN YOU MEET HIM. HE IS HIDING A SURPRISE. BEAT HIM UNTIL HE GIVES UP.

The hour of truth. How much do you weigh?

The scale will tell if you've eaten enough Nibbley Pibbleys to get to the next level. If you're nice and fat then the bell on the scale will ring and you'll proceed to the next level. Another exciting world will open itself to you.

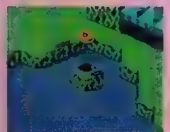


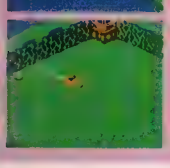
A hidden clock

CLIMB UP THE NIBBLEY-PIBBLEY-SPENDER AND LOOK UNDER THE LID — YOU'LL FIND A CLOCK HIDDEN HERE.

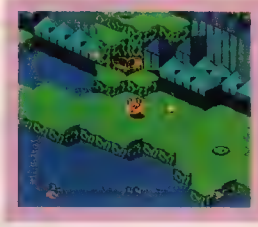
The Finish

Play the bonus round





In the lid you'll find a small island. Eat as many Nibbley-Pibbleys as you can. It's worth it. You'll have to be very quick with your tongue.



Gain weight

A lot of Nibbley-Pibbleys will fly out of this dispenser. Grab them! But beware, sometimes the dispenser releases little bombs.

TIPS & TRICKS

Gargoyle's Quest

The basis of this game has already been discussed in the first part of the book. But, as you progress, the game becomes more complicated. So here are some more hints and tips which will be a great help to you. Occasionally you will need to use certain objects in order to gain access to the next level of the game. In order to use these objects you have to discuss it with the characters by using "Talk" and then put it into action by using "Use".

Firebrand is standing in front of Baron Bymon. You will see that all the commands are displayed in the top left hand corner.

BU1: "Talk" allows you to converse and "Use" allows you to utilise the objects.

Gremlin Stick regains Bymon's power.

BU2: As a reward for this you will receive a further object.

Firebrand is standing at the entrance of the cul-de-sac. You can also see the tree with the falcon wings.

BU3: You have found the right place.

At the start of the game Firebrand's flying power is limited. These powers, however, can be increased as the game proceeds. One of the ways to do this is by using the "wings of the falcon". These you will find in a certain cul-de-sac where there are trees. Use the "CHK" command to check your position and to find out where the falcon wings are. This command is always available and will also help you to find other interesting objects to help you.

Firebrand is next to the tree. See the commands in the top left corner.

BU4: Choose "CHK" now.

You now have the wings.

BU5: Your flying power is increased.

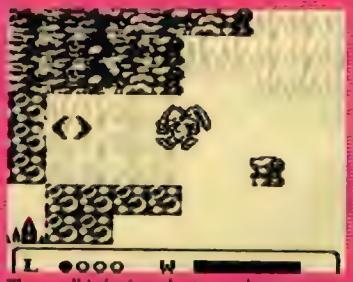
Firebrand is now standing in front of the destroyable wall in the desert.

BU6: Which way now?

As you proceed through the game you can acquire further weapons. You are also able to get help in the action scenes by pressing the start button, which will bring up a "Help graphic". The second weapon which has special powers is a Block Buster, use this to help you destroy the walls.

Same picture, but with the "Help graphic" you can also see the boomerang.

BU7: The Boomerang is not just a powerful weapon, it has magic powers as well.



The wall is being destroyed.

BU8: This is how Firebrand can gain access.

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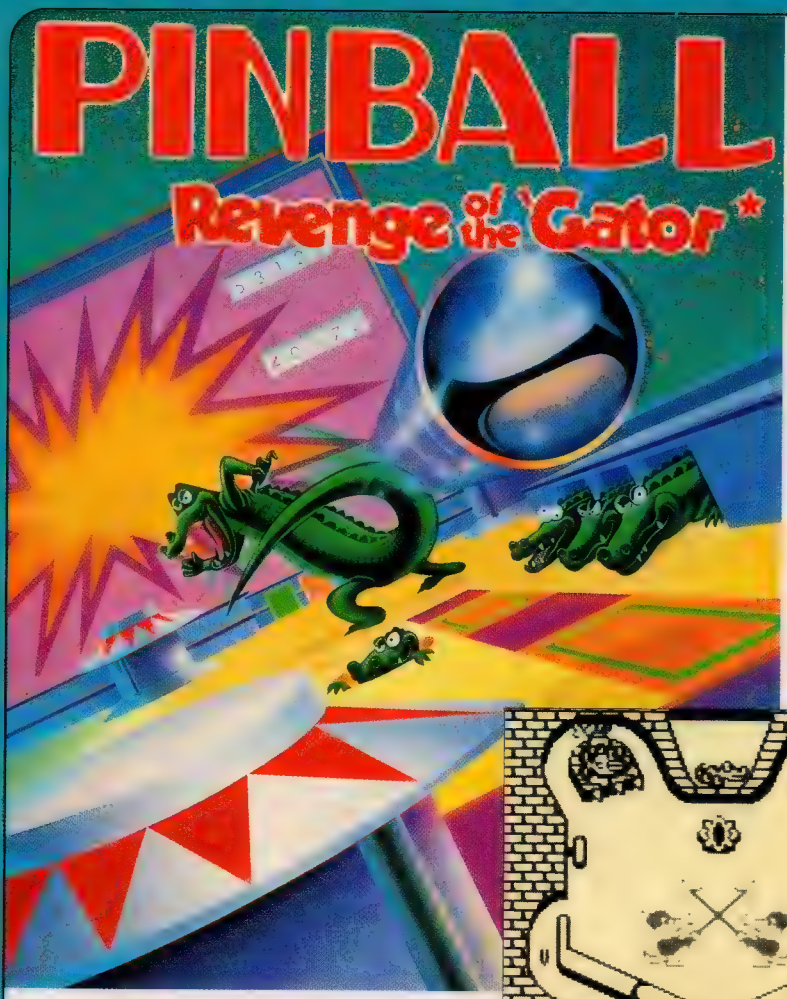
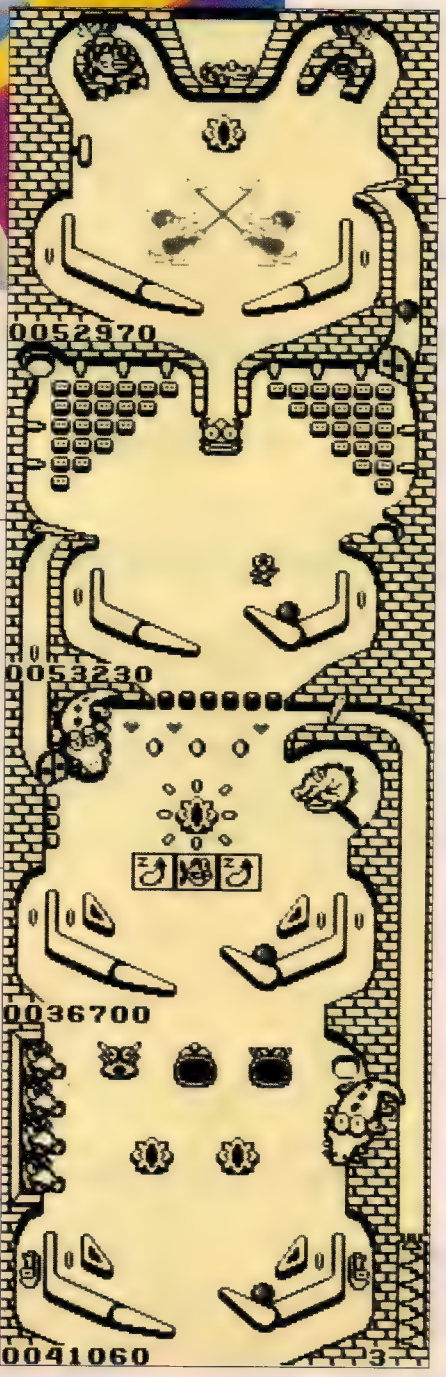


Pinball – revenge of the Gator

The game with the alligator

Now for the ultra-cool flippershow on your Game Boy. Several alligator are waiting for you on the different levels. They will try and shoot your silver ball into the "out" or "new" zones with their bumpers and targets, you have the advantage of—Bonus rounds, quick action and crazy combinations! This is the ultimate Flipper game with portable powers. Flipper King or Gator food—it's up to you, the power is in your hands!!



Four different levels

The Flipper consists of four different levels (A, B, C and D), which are all inter-linked. When you shoot the ball it will appear in the top right hand corner of screen C, but be careful, your ball can roll down into screen D. In order for you to get all the way to A or B, you will have to open gate C.

Level A
It is extremely difficult to reach this level. But if you can flip your extra ball, you will find the 3rd Bonus round.

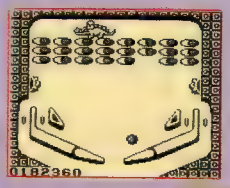
Level B
From here you go through to level A as well as to the 2 Bonus rounds. To reach this level you must go via the gate on level C.

Level C
Your pinball trip starts here. Be prepared for a few surprises. And the most important thing to remember is to keep the ball in play.

Level D
You will find yourself in the top corner of the screen, in the mouth of the middle alligator. Bonus round 1 — Watch out, or your ball will get eaten.

Bonus round

There are three different types of Bonus rounds. The aim is to shoot as many crocodiles as possible. These little beasts are all over the place. Some are walking around, others are just watching out from their holes, while new ones are hatching out all the time. It's up to you to destroy as many as possible.



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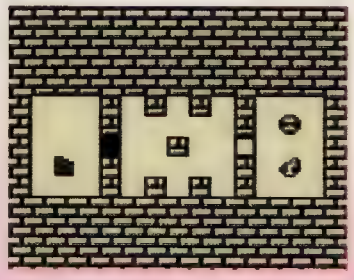
Kwirk

With a little help . . .

On some of the levels there is a little creature which will help you along. Press the "Select" button to position him where you need him most. For example. In level 6, at the end Kwirk must push a block against the wall. If you put your little character in the place where the block will end up, he will push it back up again. If you don't do this, you will be trapped in the room.

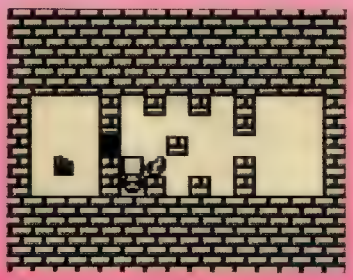


Beginning Level 1-6

BU1: With the use of the "Select" button you are able to interchange the two figures.

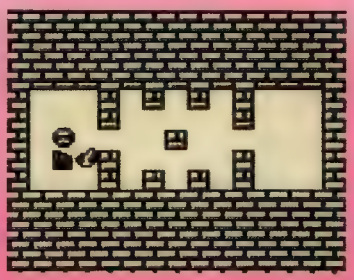
Player 1 is standing at the bottom between the 2 stones so that he can push the block back up later.

BU2: This is where the character must be.



Player 2 has pushed the block right over player 1.

BU3: Now the character can push the block to the correct position.



Player 2 has sunk the block and is now standing in front of the stairs.

BU4: That's teamwork.

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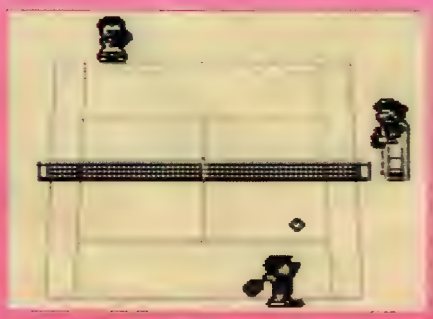
Tennis

Just like being on the courts of Wimbledon!

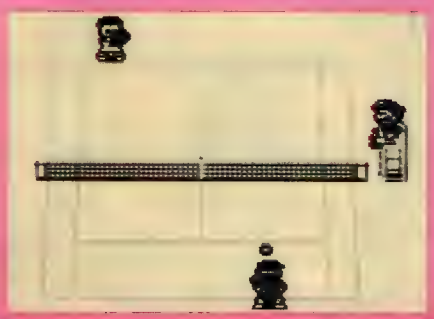
Wherever you are, the realistic graphics will ensure your game is an exciting one. When playing on your own, the computer will gauge your skills. If two of you are playing, it becomes even more exciting. You will have the usual perspective as if you are standing in the foreground. A small tick will appear if you are serving. To ensure that you always win your service, throw the ball up and hit it at its highest point. If you miss the ball, jump up to the right and let it fall onto your head, you will still win the point.

Throw the ball up to serve.



BU1: Throw the ball up . . .

The ball falls on your head.



BU2: . . . quickly run to the right so that the ball can fall onto your head.

You have won the service.

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Fortress of Fear

Only you can save the Princess

You are Kuros, one of the bravest Knights. You are the only one who can stand up to the challenge and strengths of the evil Malkil. You must enter the Castle of Fear and fight your way through the 5 levels, until you confront Malkil, as he is the one who is keeping the noble Princess Elaine as prisoner.

The title picture . . . You can see the entrance to the castle.

BU1: The adventure begins.

Here is a tip for levels 1-3, where a huge big bat awaits you! First jump onto the bottom left hand stone and wait until it has flown past you, then jump back up again. From here you will be able to hit it twice. You must now jump back down to the bottom stone, from where you can hit it again. Once the bat has passed the top stone, jump back up again. Continue doing this until you have conquered the bat.

Kuros is standing on one of the left hand platforms and is about to meet the bat.

BU2: That's right, you are standing on the right spot.

Kuros is standing on one platform and the bat on the other one.

BU3: First, watch where the bat is going to fly to. Then it will be easier to avoid it.

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Solarstriker

In the year 2519 the United Powers of the earth were destroyed by the Armada of Reticulon. The earth has one last chance though, a spaceship, invented by the most brilliant scientists. It is an automated spaceship which has been programmed to land on the planet of Reticulon and destroy their central computer. The route will take you straight through to level 6, but at the end of each level you will have to face an awesome enemy. There is however a trick with which you can destroy some of these villains. As soon as you see a villain appearing, you must fly up to the top left hand corner, where you cannot be hit. After a short while, the villain will disappear, and you will have made it through this level.

The spaceship and its various enemies are waiting on level 1.

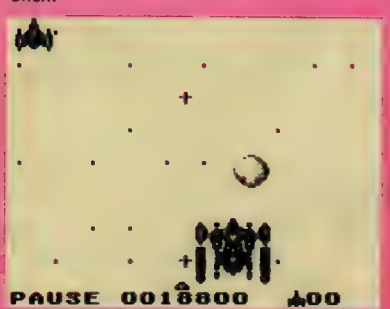
BU1: A multitude of opponents are waiting for you.

The spaceship, with the first villain, is in the top left hand corner.

BU2: The trick works with this opponent.

First "End opponent" appears.

BU3: Unfortunately this doesn't happen very often.



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Faxanadu

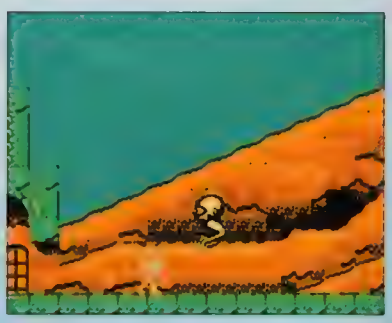
The magic land of Eolis — full of elves and secrets — is about to collapse. Meteorites are falling onto this tree-world. Everywhere you look, villains are playing their destructive games. In order to restore peace to this world, someone needs to climb into this tree-world and put an end to these dangerous activities. The hope of the people of Eolis, rests with you.
The adventure begins in your hometown Eolis. Use the Guru's elf ring to get yourself an audience with the king. You should use the gold you receive, to kit yourself out in the local stores.

The king speaks.

BU1: The king helps you.

The utility man shows you his goods.

BU2: If only you take everything with you.

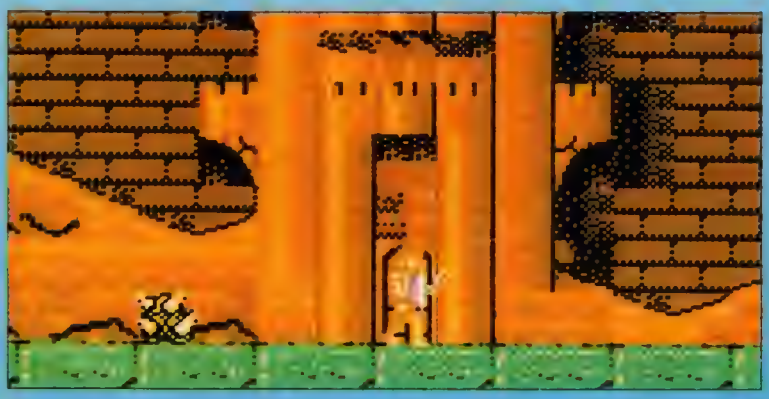


As soon as you leave the first city, you will start fighting against the enemy.

BU3: The route to the next city is not that easy.

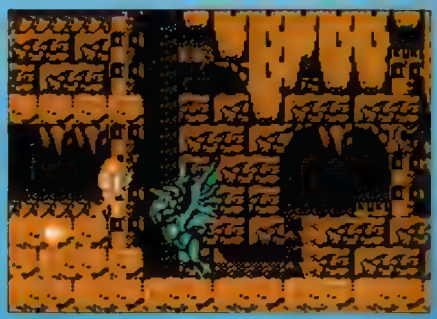
In order for you to leave the city you must use the Jack-Key to open the door.

During the course of the game, you will come across the second city, Apolune. When you reach here, turn right, until you reach a door. The Jack-Key will open it for you. Now you must conquer the huge big, blue dragon which lives in the tower. Enter his room through the top left corner, but keep to the side. Get down on your knees and beat him. Don't worry, he won't be able to get you from here!



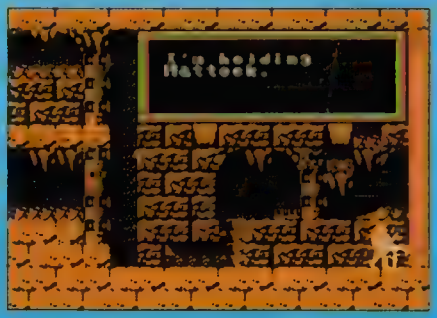
The entrance to the Dragon Tower.

BU4: The entrance has been reached.



The Blue Dragon is conquered from the top.

BU5: It looks more dangerous than what it is.



The dragon has been conquered, you can see Mattock.

BU6: For your efforts you are rewarded with a special object.

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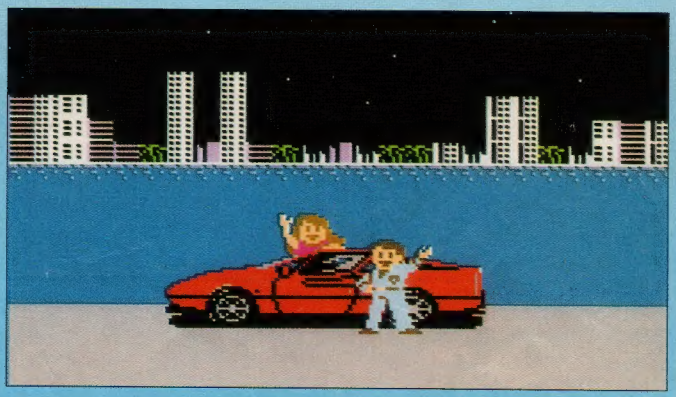
Rad Racer

The Speedrush ("Rush" as in "high" on drugs)

This is pure madness! A motor race live on your screen at home! Feel the excitement that a racing driver experiences when driving at 200 mph. You are able to select any of the race tracks to race on. As soon as you have selected your car, keep the joystick to the right hand side and push the "B" button one less time than the track number you wish to be on. Eg. Push B-button 5 times to go to track 6. Once you have done this push start.

BU1: With the parcourse choice you can skip some of the levels.

BU2: If you find you can't take any more of this riveting action — there is a simple solution.
All you need to do is push the "B" button 64 times, holding the joystick as described previously, and you will be rewarded immediately.



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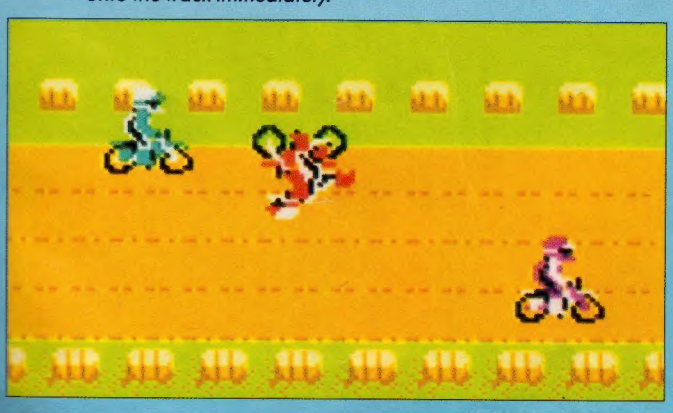
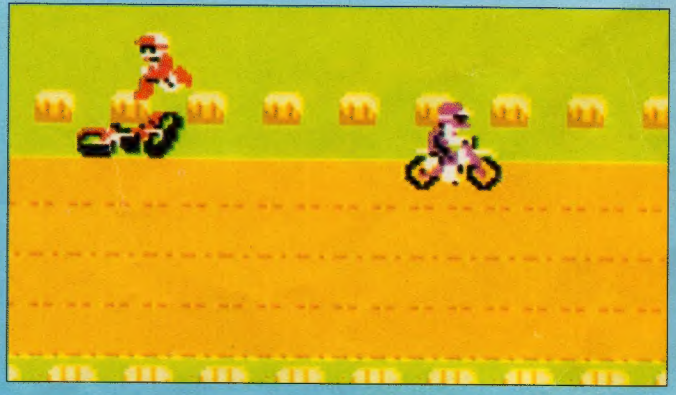
Excitebike

This is quite a tough one!
The world of the motorcross rider is a tough one. Accidents are occurring constantly. You will frequently be thrown out of the race. If you collide with another motorcycle, or do not execute one of the jumps accurately, your motorbike will flip over. This will cost you a lot of time. But, keep your chip up! You'll quickly re-enter the game by pushing the "A" and "B" button consecutively. This way you will lose less valuable time and still be able to take the prize at the end of the race. In other words, don't let these little mishaps get you down. Remember, the one who laughs last, laughs the most.

BU1: You want to be quicker than your friends — Right? Then all you need to do is press the "A" and "B" button consecutively to get back onto the track immediately.





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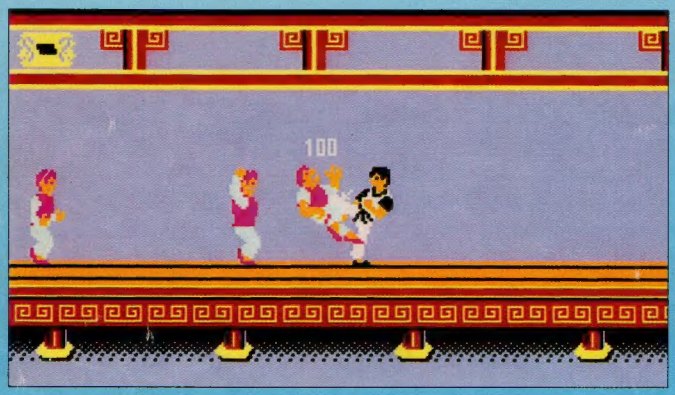
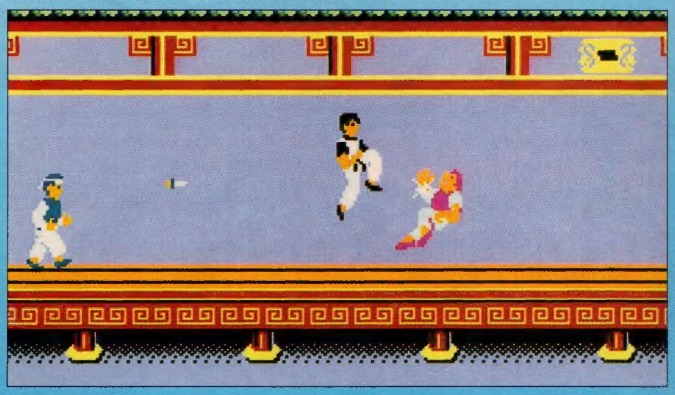
Kung Fu

In this exciting karate game, your girlfriend has been kidnapped by a mysterious gang. She is being kept prisoner on the top floor of a fortress. You must overcome and defeat the leader of the bandits with your various attacking techniques.

Bonus points

There is a trick to help you collect bonus points on each of the levels. As soon as you begin, you must destroy your opponents by kicking them. Continue doing this until you are opposite the twelfth opponent. If you can defeat him with a jumping kick, you will receive 5 000 bonus points. The enemies you defeat in the process of doing this, don't count. And should the twelfth opponent be a knife thrower or a Tom-Tom let him pass or this could cost you some of your valuable points.





BU1: You can receive a huge bonus when fighting the 12th opponent, although it is not very easy. While you are trying to gain your 5 000 Bonus points by kicking your opponents, simultaneously you need to evade the wrath of the knife thrower.

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Tennis

Tennis! Smashes, Volleys, Lobs, Forehand or Backhand. With this game you can imitate and play like all the tennis greats. There are five different skill levels, from which to choose your computer partner. You can even invite a friend to play the doubles games with you. This can become a most exciting game in which you will both have a great deal of fun!

The players are standing on the court.

BU1: You need to learn how to place your shots as accurately as possible, in order to take advantage of the best shots. You can hit the ball with the "A" and "B" buttons. You can truly beat your opponent by putting pressure on the joystick which will change the flight of the ball.

The player executes ground strokes which their partner cannot return.

BU2: No one is as fast as this.

No one can return this smash.

BU3: Your opponent doesn't have a chance.

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